Petros Bantolas

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EDUCATION

M.Eng. in Computer Engineering & Informatics *December 2015*
University of Patras, Greece

- GRADE AVERAGE 9.1/10
- THESIS Passive Sound Recovery from Video
- Dean's List for 2 consecutive years

SKILLS

- Proficient in C++, C, Matlab
- Prior experience in OpenGL, WebGL, GLSL, Python, Lua, Javascript, OpenMP, Blender 3D
- Strong math background in Linear Algebra and 3D Transforms

PROJECTS

N-Body Simulation & 3D Visualization • *C++* *Course project*

- Event-driven physics simulation of multiple colliding balls
- Programmed three lighting modes, camera movement, texture mapping as well as shadow mapping shaders in OpenGL & GLSL

Augmented Reality Project • *Matlab* *Course project*

- Developed a feature tracking and replacement application for images and real-time video
- Evaluated the effectiveness of the Harris, MinEigen, SURF & MSER algorithms in cluttered environments

60 Second Opera Death • *Lua* *Personal project*

- Competition entry for the 32nd Ludum Dare game development contest, written in Lua
- Completed design, asset creation and programming in well under the 48 hour deadline
- Placed top 3% under the 'Humor' category

RayGL • *C++* *Personal project*

- Ongoing development of Distance Field Raymarching on CPU, multithreaded with OpenMP

EXPERIENCE

Lead Web Developer / System Administrator *August 2014 – August 2015*
Fotocopia.gr

- Led the initial architectural planning to develop a print ordering system in PHP
- Cooperated with a business-oriented team of students to implement an idea from scratch to beta release in 5 months and solve critical production problems
- Set up automated backups and regular filesystem cleanups and improved page load times by 24% in a Linux environment

AWARDS

- State Scholarship for admission in first place among students of the Computer Engineering & Informatics Department
- Two State Scholarships for excellency in years 1 & 2